Xbox Community Stories — Gaming is for Everyone

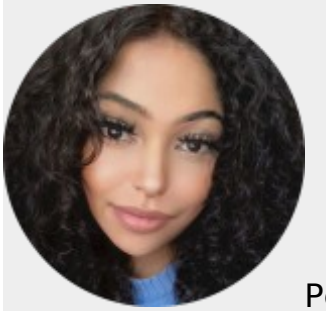
Community Blue Tiger May 1, 2021

At Xbox, we believe gaming is for everyone. We strive to make life more fun for billions of people around the world by creating gaming experiences that everyone can enjoy.

And when we say “everyone”, we really do mean everyone! There is strength in diversity and being inclusive towards all newcomers that discover our wonderful community.

But don’t take it from us— here are some awesome gaming stories from members of the Xbox Ambassadors community:

OofBunny



Personally, I feel more Black female protagonists (and protagonists of color, for that matter) should be available— and there shouldn’t be much debate about this. There are fun games like Telltale’s *The Walking Dead* series, available across all platforms, including mobile, that

feature Black girl protagonists that make the experience all the more fun and engaging!

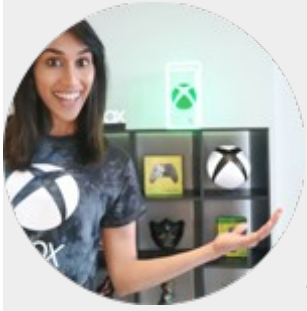
In The Walking Dead: Season 2 you play as Clementine, an 8-year old Black girl who becomes the driving force behind Telltale's franchise. Clementine has to be one of my favorite characters of all time. Despite everything she has endured thus far, she's still alive. She has what it takes to survive and at her young age, that's admirable.

My experience in gaming communities has been very mixed. I'm an admin, alongside a great team on a wonderful Xbox discord. It's the most welcome I've ever felt in a community. There's no judgment, everyone's friendly, no one cares about your gender or the color of your skin— we're all the same and I love that. As gamers, we should all be under one banner but we're not and thus us POC, especially women, do get treated differently.

You don't hear a lot about Black gamers and when you do, they're mainly male, so the representation of Black girl gamers matters so much. It's important that every person, and every identity has the chance to look around and feel that they're not alone; to know that there are others like them doing the same things they do. Black girl gamers are competitors, we're mobile gamers, we're FPS gamers, we're adventure gamers and we're part of any other gaming genre you can think of. We're here, we game just as hard and we're here to stay.

This story is one of many featured in celebration of Black History Month

MissDeusGeek



"Playing games with leading characters that identify as women was a big step in normalising, in my mind, the fact that women could do and achieve all that was traditionally reserved for men.

When I was very young and exposed to games where the leading characters were male, I had always wanted to roleplay as those male characters when playing 'pretend' and would always try to imitate them, whether it was the way I dressed or spoke. They were the 'cool' ones. Whereas women were the damsels in distress, something that never appealed to me.

Then came *Tomb Raider*. Lara Croft had a huge impact on me. Here was a woman doing everything I once thought only men could do. She fought bad guys with her bare hands, she had guns, she literally raided tombs and was the epitome of being ‘badass’. It was from then on that I started to really notice the plethora of women in video games who weren’t just side characters.

This almost did a 180 on me as a whole and the way I perceived myself as well. I started to realise that men weren’t the only ones who could be strong leaders and it led to a big part of me wanting to join the police force after high school.

My gender was no longer a limitation in my mind. Of course, I ended up not joining the police force and went to university instead, but the fact remains. Characters who identified as women in video games gave me the power to believe in myself and believe that if I set my mind to it, I could achieve anything. Gender was no barrier.”

This story is one of many featured in celebration of Women’s History Month

BlackipinoJay

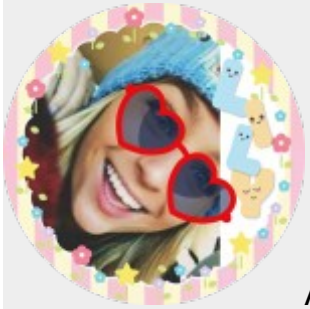
Playing as an Asian character feels right at home, whether it’s infiltrating a crime syndicate as Wei Shen in *Sleeping Dogs* or flying across rooftops as Faith in *Mirror’s Edge*. The only downside was that there were no characters that were Filipino or Southeast Asian. However, playing as Ryu Hyabusa in the *Ninja Gaiden* series brings me back to my favorite gaming memories.

I loved playing the OG Ninja Gaiden games with my brother on our NES, but I lost my mind when the series came back on the original Xbox system. Watching Hyabusa jump from a 8-bit system to flipping and slashing on my Xbox felt unreal. The abilities, story, and difficulty not only reaffirmed my love for Ninja Gaiden, but was the beginning of my love for gaming on Xbox. Now with some games, like *Fallout* and *Cyberpunk*, I can create a character that looks as close to me as possible!

Finding new communities to play with is rewarding. I have found a lot of lifelong friends from random multiplayer encounters or by joining a group with Xbox's social resources.

This story is one of many featured in celebration of Asian American and Pacific Islander Heritage Month

LILYTINYBEE



As a girl, I have always loved girls ever since I can remember. I've known my partner since kindergarten. We first kissed at around 10 years old and it never felt not normal.

We were both very lucky to have parents who never thought it was wrong, and so we grew in a very happy and tolerant environment. Now we are both 21 and never really had to do a coming out and also never really felt as a lesbian couple being treated any differently from anyone else. It's very lucky for us, because I know lots of other people that had and still have a hard time dealing and living their sexualities.

Maybe being able to play an LGBT character in some games helped some others to feel better but I doubt it. Life isn't a video game, but it represents our world's tolerance in some way. And so, adding the choice of sexuality or gender in a video game is just adding that missing feature to be able to say to the world, "Look, it's normal."

A big warrior with an axe can be gay or transgender… his sexuality doesn't affect the way he is in a battlefield. To conclude, I am very happy to see more and more LGBT-friendly games and hope to see more, which I'm sure we will.

Joining the Ambassador program has been a memorable experience for me. It's a great community where I made many friends from around the world.

This story is one of many featured in celebration of Pride Month

ALBERT X

I was born in Puerto Rico in 1977. Ever since I can remember I have been gaming. So, in my 43 years of life, I have seen the industry grow and flourish.

As a member of the Hispanic community and as an Xbox Ambassador I try to go above and beyond in bringing these two passions of mine together. I take great pride every time Hispanic characters and heritage make it into video games. I can't deny Dominic Santiago of the *Gears of War* franchise is one of my all-time favorite characters. I also really enjoyed playing as Hot Spur Garcia in *Shadows of the Damned*.

I also really enjoy when game developers include flag representations in their games where players can display their national pride.

Today my main mission as a Hispanic community leader is to get Puerto Rico integrated into the Microsoft Rewards Program. The hopes and dreams of an entire Puerto Rican Xbox Community is in my hands. So, this Hispanic heritage month I want to celebrate the growth, presence, unity and strength of all Latin American and Spanish speaking communities throughout the world. You are all indeed my Brothers in Arms!

This story is one of many featured in celebration of Hispanic Heritage Month

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So, while we try our best to make memorable gaming experiences for all, we are nothing without the amazing members of our community that actively work towards making it a reality.

Let's make gaming fun for everyone!